CLAIMS

What is claimed is:

1. A method for generating antialiased lines, comprising the actions of
    for each respective line, determining which of a plurality of orientation classes that line falls into; and
    performing subpixel sampling using one of a plurality of sampling patterns, in dependence on which of said plurality of orientation classes that line falls into.

2. The method of Claim 1, wherein said classes consist of x-major and y-major.

3. The method of Claim 1, wherein said orientation classes correspond one-to-one to said sampling patterns.

4. The method of Claim 1, wherein said step of .

5. A method for antialiased rendering, comprising the actions of:
    (a) identifying, for at least one respective line, which one of a limited number of directions is most nearly parallel to said line; and
    (b) performing subpixel sampling on said line with a subpixel sampling pattern which has maximal resolution approximately normal to said one direction.

6. The method of Claim 5, wherein said number of directions is two.

1   7. A graphics processor which is configured to implement the method

2   of Claim 1.

1   8. A graphics processor which is configured to implement the method

2   of Claim 5.